XBOX 360

FRONTLINES
FUEL OF WAR

INSTRUCTION BOOKLET

THQ

⚠ WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

TABLE OF CONTENTS

THE WORLD OF FRONTLINES: FUEL OF WAR

Oil. Practically every facet of our modern civilization depends on it. So what would happen if it ran out?

That's exactly what happened in 2024. Well, it didn't happen all at once, like someone turning off the faucet. No, it happened slowly. It started in the summer of 2008. That's when the international demand for oil surpassed the ability of oil producers to pump more to keep supply ahead of demand. 'Peak Oil', they called it.

In hindsight, it should have been hard to miss what happened next. The price of oil jumped from $70, to over $100 per barrel. Aside from paying more for gas and heating your home, no one seemed to notice at first. It was conventional wisdom that the price would go down again. But instead, oil prices begin an irrevocable rise that slowly began to weigh on global economies and advance energy to the forefront of national policies.

At first it was just a recession; prices went up, earnings went down, people tightened their belts and waited for it to pass. But it didn't. Recession slowly gave way to depression. Unemployment soared, bankruptcy increased, businesses failed. Global trade started to slow. By 2012, the economies of the developed nations were sagging under unemployment lines and failing finances. Automobiles became a luxury, as did long distance travel, or even just the sight of planes in the sky. People got by with less. Micro-economics, whether it was wind or solar power, back-yard farming, or 'garage' manufacturing with recycled materials, kept people alive.

In the third world depression and global climate change resulted in darker, more cataclysmic events. Huge populations of refugees, fleeing starvation, disease or environmental disaster, went on the move causing disruption, chaos and conflict. Entire nations crumbled, and bodies started to pile up. The world watched as the large kill-offs began, the lucky ones sighing "thank God it's not me."

As the second decade of the century advanced, the oil depression lead to political turmoil around the world, but the Middle East, the global oil reservoir, was the worst affected. Religious, cultural and political divisions led to cataclysmic violence and arbitrary destruction on a massive scale. The horrible climax came in 2014 when western forces used tactical nuclear weapons to defend oilfields from a revolutionary army, leading to catastrophic casualties and transforming several important oilfields into radioactive dead zones. Subsequently, governments fell and anarchy arose. Mobs, death squads and religious purges reduced much of the region and the world to a pre-technological, tribal wasteland.
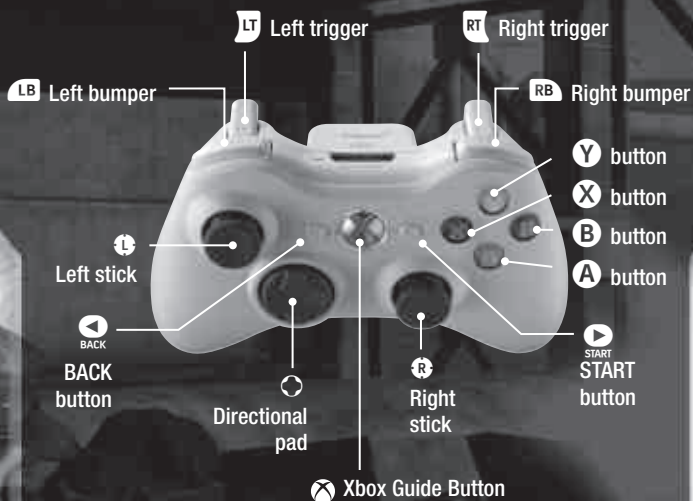
In the developed world, things worsened. The people could live with blackouts and electricity rationing, but they weren't ready for food riots, outbreaks of virulent disease or the collapse of the environment. The hospitals filled up. Once unthinkable, people got used to seeing starvation and death on their own city streets—and just tried to survive. As it stretched on, the depression came to be known as the 'new dirty 30's,' and it made the old one seem easy.

Desperate for energy, the superpowers, the United States, Europe, Russia and China, found themselves in a stand-off over some of the world's last reserves of oil; one in particular being the Caspian Basin in Central Asia. There wasn't enough for everyone, and none could get it by themselves. So they hastily allied into two superpower blocks: The Western Coalition, comprising the US and EU and the Red Star Alliance; evolved from the Shanghai Cooperation Organization by Russia and China. Each side deployed sophisticated satellite missile defense systems that rendered long distance nuclear combat obsolete. Therefore, they had to fight with conventional armies. Both sides undertook a massive build-up. Soldiers were conscripted and shipped out, vehicles based on synthetic fuel blend technology rolled off the assembly lines. The region is a tinderbox, with each side fortifying their oilfields and eyeing each other's.
Everyone knows it's just a matter of time until someone fires the first shot.

The answer we've found to the question, 'what would happen if it ran out', seems to be that men fight over the last few drops.

CONTROLS

LT Left trigger   **RT** Right trigger

LB Left bumper   **RB** Right bumper

Y button
X button
B button
A button

L Left stick

◁ BACK BACK button

Directional pad

R Right stick

▷ START START button

⊗ Xbox Guide Button

GENERAL GAMEPLAY & COMMUNICATIONS	
ACTION	COMMAND
Display Scoreboard	◁ BACK
Display Pause Menu	▷ START
Zoom Map / Mini-Map	↓
Display Full Screen Map	→
Squad Options Menu	↑

INFANTRY CONTROLS

ACTION	COMMAND
Move Character	L
Look / Aim	R
Sprint	RB
Jump	A
Parachute (While in Air)	A
Crouch / Prone / Stand (Cycle)	L
Interact	X
Primary Fire	RT
Secondary Fire / Throw Grenade	LT
Zoom	R
Change Weapon	Y
Reload / Pickup Drone or Deployable	LB
Mêlée	B

LAND VEHICLE CONTROLS

ACTION	COMMAND
Forward / Reverse	L
Aim Turret	R
Powerband	RB
Enter / Exit Vehicle	X
Toggle 1st / 3rd Person View	B
Change Seat Position	Y
Primary Fire	RT
Secondary Fire	LT
Target Sharing / Hand Brake	LB
Zoom	R
Deploy Flares	A
Hand Brake	LB

HELICOPTER CONTROLS

ACTION	COMMAND
Thrust and Yaw	L
Pitch & Roll	R
Altitude Up	RB
Toggle 1st / 3rd Person View	B
Enter / Exit Vehicle	X
Primary Fire	RT
Secondary Fire	LT
Altitude Down	LB
Zoom / Toggle Stealth Mode	R
Deploy Flares	A

JET AIRCRAFT CONTROLS

ACTION	COMMAND
Thrust & Rudder	L
Pitch & Roll	R
Afterburner	RB
Toggle 1st / 3rd Person View	B
Enter / Exit Vehicle	X
Primary Fire	RT
Secondary Fire	LT
Bombs	LB
Zoom	R
Deploy Flares	A

MAIN MENU

The Main Menu has five total options: Single Player, Xbox LIVE®, System Link, Options and Extras. Use the left thumbstick or D-pad to highlight a selection and press the Ⓐ button to confirm your choice. Press the Ⓑ button to return to the Main Menu or go back to a higher set of options.

Single Player
Enlist in a Campaign with the Western Coalition.

Xbox LIVE
Take your battle skills online.

System Link
Start or join a local Network Game.

Options
Access and adjust various game options.

Extras
An in-depth Field Guide, Cheat Codes and Credits.

PAUSE MENU

Press ![Start] while playing *Frontlines: Fuel of War* to pause the game and open the Pause Menu. Use the left thumbstick or ✚ to highlight an option and press Ⓐ to confirm your choice. Press Ⓑ to resume your game or return to a higher set of options. A list of current objectives is located to the right of the pause menu choices.

Resume Game
Get back to the action.

> **Redeploy**
> End current life and redeploy on the frontline.
>
> **Restart Mission**
> Restart the current mission with a full set of deployments.
>
> **Controls**
> Change your game control settings.
>
> **HUD Preferences**
> Change your heads-up display settings.
>
> **Gameplay**
> Toggle difficulty, head bob and game hints.
>
> **Audio**
> Adjust your audio settings.
>
> **Video**
> Adjust your video settings.
>
> **Quit**
> Quit the current game.

PLAYING THE GAME

Objectives
Basics

In both single and multiplayer, your current set of objectives is situated along the active 'frontline.' The frontline splits friendly and hostile territory. Your goal is to complete the current set of objectives to move the frontline forward and push the enemy forces back to the final objective. Whenever you successfully complete a set of objectives on the frontline, the frontline will move forward to the next set. In single player, the game automatically saves each time you complete a frontline.

Taking the final objective results in mission complete or winning the multiplayer round. You can tackle these objectives in any order *Frontlines: Fuel of War* was built to encourage player choice and the creation of many different strategies in order to help your side emerge victorious. So go anywhere and do whatever it takes in any order or by any method you can think of!

Objectives are shown on the game screen as yellow icons, and looking towards one will let you know how close you are to reaching it. Placing the reticule over any objective will describe the action that must be taken when that objective is reached. When facing away from these objectives, an arrow on the side of the HUD will point to their location in order to show in which direction you need to advance. In addition, objectives are also shown on the main map and mini-map in order to give the player a top down look at their locations. Waypoints on the map shown in blue have already been completed, while yellow signifies the need for completion. In multiplayer, enemy-owned objectives are always red, and friendly owned objectives are always blue. This is consistent no matter whether you are playing for the Coaliton or Red Star sides; you always know that red means an enemy-owned objective.

Game Screen

The game screen has a few functions that change according to the context of the action on the screen:

1. Objective: When a new objective is to be completed, a command will appear onscreen and move into the upper left-hand side of the HUD, where it will fade away after a few seconds, leaving a yellow objective icon in its place.

2. Weapon Reticule: The weapon reticule in the middle of the screen will change shape and size depending on what weapon or vehicle is currently being used. On certain weapons, the reticule lines will expand and contract when you are moving or adjusting aim to show changes in weapon accuracy. The wider apart the reticule lines are, the less accurate the weapon will be. Crouching or going prone improves accuracy.

3. Multiplayer reinforcement count: The top of the screen displays the reinforcement count in multiplayer, which shows how many deployments your team has remaining. Deployments will be reduced by any team member dying and re-spawning, as well as countdown automatically based on the balance of objectives owned by each side.

4. Mini-map: A mini-map showing your location on the battlefield and the location of your current objectives can be found in the upper right-hand corner of the HUD.

5. Objective Progress Meter: Immediately beneath the mini-map is a meter that fills up to show the progress of actions such as capturing checkpoints or defending an area. The particular action being undertaken may also be displayed in text below the action meter.

6. **Ammo Count / Stance**: In the lower left-hand corner of the HUD is a small box that displays the amount of ammo left in the currently equipped weapon as well as the amount of grenades left and your current stance.

7. **Damage Indicator**: When taking damage from enemy gunfire or explosions, a red indicator will appear on the side of the aiming reticule that shows which direction the gunfire is coming from. When you are close to death, the entire perimeter of the screen displays a translucent red effect. There is no health meter, but if you find cover and rest for a few seconds without taking any more damage, your full health will be restored.

8. **Role and Equipment (multiplayer only)**: In the lower right-hand of the HUD is a small box that shows what role is currently chosen in addition to available equipment and their respective recharge progression meters.

Player Setup Screen

The player setup screen is displayed when you first join a game (multiplayer only) and every time you die. This screen displays a map of the battlefield and lets you select your weapon loadout and respawn location. In multiplayer games, you can also choose a role specialization and which team to join. Use the left thumbstick to scroll through the available loadouts and then press right to choose a role. Pressing right again puts you onto the map screen, which is where you can select a respawn / deployment point. Available spawn points are marked as blue circles and the currently chosen spawn point is highlighted in yellow. Press the left thumbstick up or down to choose a spawn point and then press $\blacktriangleright$ to deploy. In multiplayer games, an additional column sits between the loadout menu and the map that lets you select a new role when you respawn. Also in multiplayer, enemy-controlled checkpoints are indicated by a red circle.

Mini-Map
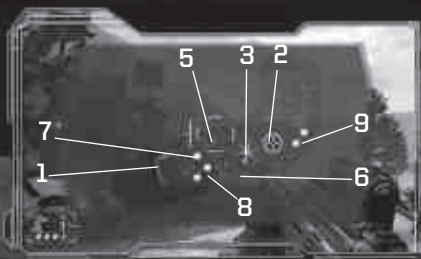
Located in the upper right-hand corner of the HUD, the mini-map can be expanded to full screen by pressing the ✚ right. Allies and team objectives are displayed on the map in blue, squadmates are green, enemies and hostile-owned objectives are red and neutral objectives are grey.

		1. Your Position
		2. Squadleader's Order
		3. Vehicle / Aircraft / Drone
Blue		4. Team-Owned Objective
Yellow		5. Hostile-Owned Objective
White		6. Neutral Objective
Blue		7. Teammate
Green		8. Squadmate
Red		9. Hostile Unit

WEAPON LOADOUTS

Frontlines: Fuel of War offers six different Western Coalition and Red Star Alliance weapon loadouts to choose. Certain loadouts are more effective than others in specific situations, so learning each one's strengths and weaknesses is essential.

NOTE: MANUALLY RELOADING WEAPONS DISCARDS ALL REMAINING AMMO IN THE CLIP THAT IS BEING REPLACED.
Assault
Standard weapon loadout used by soldiers spearheading the battle. Excellent at medium range combat, the Assault soldier is usually the first

to arrive on the battlefield and the last to leave.
- Assault Rifle: comes equipped with grenade launcher attachment
  (has both impact detonation and airburst detonation)
- Pistol
- Frag Grenades

Heavy Assault
When extra firepower is required, the heavy assault rifle sacrifices mobility and some accuracy for a higher rate of fire. Heavy Assault soldiers excel at creating suppressive fire with a constant hail of bullets. When they set up in crouch or prone positions they can lay down a large amount of accurate supporting fire.
- Heavy Assault Rifle
  - Pistol
  - Frag Grenades

Sniper
Silent but deadly, the sniper can take down infantry targets from great distances with deadly accuracy. Experienced snipers never stay in the same location for very long unless they have a death wish.
- Sniper Rifle
- Pistol
- Frag Granades

Anti-Vehicle
The bane of armored vehicle operators, the AT can deploy landmines or lock-on to a target with his rocket launcher. To ensure maximum efficiency, he can also zoom to lock-on and then point away from the target to select the trajectory of his rocket. This enables firing from behind cover and around corners.
- Rocket Launcher
- Pistol
- Anti-Vehicle Landmines

Special Operations
Thanks to his scoped and silenced SMG (sub-machine gun), the highly versatile spec-op is effective at both short and medium range combat. His C4 charges can also be used to lay deadly traps for opponents.
- Sub-Machine Gun
- Pistol
- C4

Close Combat
A close-quarter combat specialist, the close combat loadout is the most

efficient at clearing and securing tight locations. However, he is extremely vulnerable to medium and long-range fire.

- Shotgun
- Pistol
- Frag Grenades

ROLES

In addition to choosing a weapon loadout, you can specialize in four different 'roles.' A different loadout / role combination can be selected every time you respawn, so don't hesitate to experiment. Taking over checkpoints, killing the enemy and using role-specific equipment fills a meter in the lower right-hand corner of the screen that rewards you with new equipment when a certain level of expertise is reached. There are three ranks to each role and each rank contains new weapons or gadgets. Every time one is used, the meter is partially or fully depleted and it must recharge before further use. When a round is over, all role meters are reset to zero in preparation for the next round. The following is a list of Western Coalition roles and equipment. Red Star Alliance equipment is different, but comparable.

Ground Support

Rank 1: Active/passive repair – Low-ranking Ground Support technicians can manually repair every damaged vehicle they come across with their handy torch. It also automatically repairs any vehicle the soldier occupies, giving ground support a definitive advantage when not on foot.

Rank 2: M317 Grenade Launcher/GSh663 Mini-gun – Mid-ranking Coalition Ground Support can set up a emplaced rapid-fire grenade launcher almost anywhere. It sits on a swiveling mount and deals heavy destruction to enemy infantry and lightly armored vehicles. Red Star units can deploy a lethal mini-gun with an extremely high rate of fire.

Rank 3: EMA11 (Rail) Gun/RK1 Portable Sentry gun – High-ranking Coalition Ground Support can deploy a devastating weapon. Using electro-magnetic acceleration, the EMA11 fires projectiles at hyper velocity – which are extremely capable of destroying armored vehicles. The weapon has a slow rate of fire but can eliminate targets at long-range. Top ranking Red Star units can deploy a deadly automated sentry turret capable of attacking both infantry and armored vehicles.

EMP Tech

Rank 1: Enemy tracking & disruption – All low-ranking EMP Techs have a passive device equipped at all times. It hides the player from enemy radar so they can move around undetected by enemy drones. They can also spot the

positions of enemy drones, drone operators and deployable EMP devices.

Rank 2: EMP Rocket – Mid-ranking EMP Techs are issued a special rocket launcher that fires unguided EMP projectiles capable of disabling all civilian and most military vehicles within range. During flight, these projectiles 'sense' vehicles in their path and detonate nearby to disrupt their circuitry.

Rank 3: EMP Generator – High-ranking EMP Techs can set up a deployable generator that sends out a disruptive pulse to disable vehicles and drones in its area of effect, as well as preventing airstrike targeting relays for a slightly larger radius. These generators must be completely destroyed in order to stop their negative effects.

Drone Tech

Rank 1: MQ38 Hunter/TE1 Tiger Eye – Low-ranking Coalition Drone Techs can send in a hovering drone to scout enemy locations and gather recon. Its advanced targeting system can recognize enemy targets and identify and report their locations to you and your teammates. If necessary, the drone can be remotely detonated to eliminate infantry and other small targets. Red Star units carry a propeller based helicopter version with the same recon and detonation functionality, albeit with a much more audible engine signature.

Rank 2: AQ431 Assault Drone/TR1 Tiger Runner – Mid-ranking Coalition Drone Techs can activate this ground-based 'robotic soldier' equipped with a deadly 7.62mm minigun. Its treaded chassis adds stability and accuracy, making the AQ431 excellent at providing suppression and cover fire against infantry and light vehicle targets. Red Star drone specialists deploy a 4 wheeled land unit packed with C4. It is designed to be driven under enemy vehicles and detonated.

Rank 3: AQ432 Mortar Drone/TC1 Tiger Claw – High-ranking Coalition Drone Techs are issued a ground-based mortar launcher with devastating firepower. This drone also sports a treaded chassis and uses four large gun barrels to launch rapidfire mortar attacks that are lethal against most vehicles and infantry. On the Red Star side a dual propeller version of their Rank 1 heli drone is additionally equipped with six small rocket pods. This drone is deadly against light vehicles and infantry no matter where they are hiding.

Air Support

Rank 1: UCAV Precision Air Strike – Low-ranking Air Support can use their laser targeting devices to provide coordinates for a GPS-guided airstrike. Effective against individual vehicles, infantry and sentry weapons, this airstrike can destroy any target with incredible precision.

Rank 2: Cluster Bomb/Carpet Bomb Air Strikes – Mid-ranking Coalition Air Support troops can 'paint' targets for a devastating cluster bomb attack. Pre-determined to burst at a certain height, the bombs release several small explosives that scatter and detonate over a wide area. Both vehicles and infantry have no chance against cluster bombs. The same is true of the Red Star carpet bomb attack. Instead of a radial dispersion and explosion, this air strike carpets a long rectangular shaped area, and is just as deadly.

Rank 3: VC24 Gryphon Gunship Strike/Fuel Air Bomb – High-ranking Coalition Air Support troops can call in the first ever tilt-rotor gunship equipped with a 20mm minigun and a 105mm MCH heavy artillery cannon. During the strike, the player guides the gunship to its target and continually adjusts targets from the ground. On the Red Star side, the Russian developed Fuel Air bomb is available; the largest non-nuclear explosive device known to man.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live.**

Family Settings
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to **www.xbox.com/familysettings.**

Disclaimer: Some features of the online game may be changed, added or removed at any time due to patching.

MULTIPLAYER

Quick Match

Quickmatch allows you to specify a few general settings (ranked/unranked matches, game mode, etc.) and will then present you with the best available server for your requirement.

Custom Match

Using custom match will enable you to search for games who match the various settings which you can specify under this screen. Once the search is complete, you can browse through the resulting server list and pick the one you'd like to join.

Create Match

Set up a game to play over Xbox LIVE selecting 'Create Game' on the Xbox LIVE menu. The options for creating a game are self-explanatory; refer to the in-game help text for additional information. Once the set up has been finalized, your server will now be visible to other players looking to join a game via the server browser screen or quickmatch.

Creating a System Link game

System link allows play over a local network. Set up a game via System Link by selecting the 'Create Game' option of the system link menu. The options for creating a game are self-explanatory; refer to the in-game help text for additional information. Once the set up has been finalized, your server will now be visible to other players looking to join a game via the System Link server browser screen.

Joining a System Link game

Selecting browse game under the system link menu will bring up the server browser and a list of available servers for you to join.

Multiplayer Modes

Frontlines

In the Frontlines game mode, your goal is to advance the front deeper into enemy territory until your team has ownership of every objective in the map. When this 'tug-of-war' type of game begins, a 'frontline' exists in the middle of the battlefield that has objectives along its boundary. As soon as one team captures all of these objectives, the frontline is pushed back towards the other team's main base. Capturing all objectives along this new frontline will push it even closer to the other team's base, but losing these objectives pulls it back. Only objectives along the frontline can be captured, meaning enemy-controlled objectives behind the frontline cannot be taken until the frontline is pushed back to that area. Enemy reinforcements are drained by killing enemies and pushing the frontline into hostile territory. One side wins when they deplete the other side's reinforcement points or capture all checkpoints on the map.

Squads

Squads allow a group of up to four players to band together for enhanced teamwork! They let friends stick together during combat and focus their attention on the same goals. The benefits of being in a squad are many.

• Squads get their own private VoIP channel.
• The positions of squadmates are always highlighted on the map in order to make them easier to find.
• The squad leader is able to send commands and highlight targets for his squadmates.

NOTE: THE SQUAD LEADER MAY BE USED AS A MOBILE SPAWN POINT AS LONG AS HE'S ALIVE.

Creating a Squad

Forming your own squad is easy. Press D-pad Up at any time in game to display the squad interface and select Squad Management. This will display a list of players on your team who are available to join your squad. Selecting one or more will place a checkmark by their names indicating that you've chosen to invite them to your squad. Click the confirm button when done and your squad will automatically be created when at least one player accepts your invitation.

NOTE: LEAVING A SQUAD THAT YOU CREATED WILL IMMEDIATELY DISSOLVE IT.

Joining a Squad

There are two ways to join an existing squad:

1. Squad leaders can send you invitations to join their squads. When this happens you will be presented with a prompt giving you the option to accept or decline the invitation, or to ignore any future requests from that player.

2. Selecting the "Join Squad" option in the squad interface will bring up a list of existing squads with available player slots. To ask a squad leader to join their squad, select his name in the list and click the confirm button to send a join request. You should be notified of the squad leader's decision shortly. Should it be positive, you will automatically join his squad.

NOTE: SQUAD LEADERS MAY NOT JOIN ANOTHER SQUAD BEFORE DISBANDING THEIR OWN.

Squad Commands

Squad leaders have a set of basic commands which they can send to their squadmates by accessing the squad interface. They consist of: Attack, Defend and Move. Sending a squad command will place markers on both the HUD and mini-map of all squad members based on the leader's reticule position at the time of issuing. Basically, it's as simple as pointing at an area or unit and issuing Attack, Defend or Move To orders. If the leader issues a command with a unit targeted, the markers will be attached to that unit and will follow its position. This is a great way to alert squad members of advancing enemies and also makes it impossible for them to hide.

NOTE: ONLY SQUAD LEADERS HAVE THE ABILITY TO BROADCAST SQUAD COMMANDS.

VoIP

Communication between teammates is the key to success in any battle, so a special VoIP system has been incorporated into *Frontlines: Fuel of War*. Instead of having a completely open chat channel, only players within a squad can speak to each other over Xbox LIVE. This feature lets them strategize and coordinate their actions without being bombarded with unnecessary or confusing chatter.

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BINK
VIDEO

NOTES

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El precio de la llamada es el precio de una llamada convencional sujeto a los precios establecidos por cada compañía telefónica.

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juegos, las preguntas frecuentes y al soporte técnico
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